

Bridge to Kultur

Game Design Document v0.0

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INTRODUCTION

Bridge to Kultur, is a communication-forward board game, where players are given the opportunity to, or may reject, collaborating with other players in order to survive together against “The Calamity”. By playing more collaboratively, players have higher chances of survival; however, there are avenues to explore more individually that can lead to more sinister intentions, all the way up to allying with “The Calamity”. The defining focus of this game is intercultural communication, and different scenarios and negotiations occur between players resulting in the accumulation of trust and resources needed to build fortifications and alliances against “The Calamity”.

Story lore: Factions do not get along with each other. It is up to diplomats to establish relationships with each other to survive the calamity.

(General statement of whatever you may want to list below goes here):

- Build
- Trade
- Alliances
- Scenarios
- Late-Medieval aesthetics
- Decision making game
- Ai chatbot generating scenarios - infinite play
- Turn-based
- Audience: 12+
- Inspiration taken from Mario Party and DND
- The nation-building of the *Civilization* series, mixed with the diplomatic role-playing of *Suzerain*

SCOPE

(Consider this the executive summary of your game for someone to quickly understand the amount of work we’re looking at to develop the product as a whole.)

- Board Game - digital//physical play
 - Companion App
 - Roll the die
 - Engage scenarios
 - Check resources
 - Build
 - Form alliances
 - Settings
 - Physical Board (Only one board game is needed to play)
 - Scan + code to connect digital and physical devices
 - Physical cards (tap to interact) display scenarios
 - Four player pawns to go around the board
- English
- 4-8 Players
- Players can control one of four factions: Fire Nation, Water Nation, Earth Nation & Air Nation
- All player assume the role of a traveling diplomat
- There is one true *enemy* in this game: The Calamity
- Narration for scenarios
- Optional third screen to view on TV

CHARACTERS

- Fire Nation
 - Core Value: Valor
 - Description of Culture:
 - Because of ecological disasters, desertification has taken over a large portion of their nation, and most people reside in the savannahs bordering other nations.
 - Live in fortified outposts throughout the savannahs, with only one major city inhabited by the royal family. Because of this, they have a very regimented life.
 - Harsh living conditions have forced the people of this nation to adapt or die, therefore, many have turned to raiding or working as mercenaries.
 - Governmental affairs are run by a royal family; however, they are heavily reliant on the loyalty to mercenaries to keep their position. Things like sponsoring grand raids, and even having the king duel challengers to the throne emphasize that their culture values “might makes right”.
 - Because they have lost a lot of the natural resources they rely on forging their own. Physical fitness and capabilities of using a weapon are prioritized in their faction.
 - Resource owned: Weapons
 - Buff: Mini Calamity Defense

- Metric: * Player test : 15% vs 25%
- Debuff:
 - No Passive answers/Hostile
- Aesthetics:
 - Reference: Spanish Empire
 - Appearance: Conquistador steel, regal looking from taken resources
 - Music: Flamenco
 - Colors: Reds, oranges, and yellows
 - Mixed with: Vikings (Varangian Guards)
 - Industrial Medieval



- Water Nation
 - Core Value: Self-Indulgent
 - Description of Culture:
 - Residing on coasts and riverlands.
 - Live in giant metropolitan trade port cities. Multicultural. Materialistic.
 - Always looking to find the best deal, they welcome dialogue with practically anyone. They always have an ulterior motive however, as they know that nothing ever comes free.
 - Their society is run by large trading companies, with a small number of 'old money' houses still controlling core production of food, but many different smaller companies jockeying for influence. Transactional in nature, this factions' people are masters of negotiating.
 - Starting in lands with an abundance of sea food, clever trading and backdoor deals, caused the major trading houses to purchase their way into nobility by buying up massive tracts of farmland to gain a monopoly in the food trade.
 - Resource owned: Food
 - Buff: Tax
 - Metric: x2
 - Debuff: High Risk Decisions
 - Aesthetics: France Revolution/ Renaissance Italy
 - Appearance: Extravagance, European
 - Music: Baroque, Harpsichord heavy
 - Colors: Blues (Ocean blue as the main color)





- Earth Nation
 - Core Value: Resilience
 - Description of Culture:
 - Residing in valleys and hills, with woodlands and rivers serving as smaller internal county borders between villages.
 - Villages are sprawling clusters of circular communal blocks, that are oftentimes torn down and rebuilt because of a need to keep improving.
 - Very impressed by titles and swayed by hierarchy. Major decisions are made by a council of elders.
 - Clan-oriented, so they are not the most welcoming to outsiders; however, if they see strangers as somebody who can fill a role or help their community, they slowly warm up to them. This initial distrust is because of centuries of encroachment onto their land by other factions.
 - A nation of craftspersons, and blessed with an abundance of woodlands and stone quarries, the building materials available to them are coveted by other factions.
 - Resource owned: Building Material
 - Buff: Cheaper Building Materials
 - Metric: /2
 - Debuff: Bad Negotiators

- Aesthetics:
 - Reference: Rural Chinese Culture (Hakka), Iroquois villages
 - Appearance: Rural, communal
 - Music: [Cosmo Canyon \(From "Final Fantasy VII"\)](#)
 - Colors: Earth Tones



- Air Nation
 - Core Value: Impartiality
 - Description of Culture:
 - Residing high in the mountains
 - Small villages instead of big cities, but are united by strongly shared values of hospitality and mutual aid
 - Communicate across valleys via whistling, which is a secret language known only to their culture
 - Oftentimes perceived as aloof to other cultures, but that's because their esoteric way of communicating is often misunderstood.
 - Because of their altitude, they have access to extremely potent medicinal herbs and flora that cannot grow anywhere else, leading to their doctors and medicines being widely sought after throughout the world.
 - Resource owned: Medicine
 - Buff: Second Chance (Failing a scenario)
 - Metric: +1
 - Debuff: No Hostile Actions
 - Aesthetics:
 - Reference: Incan & Georgian
 - Appearance:
 - Music: Flutes, wind instrumental
 - Colors: Black, with bright color highlights





(Create a list of each music track in the game, considering every menu that need a unique song, every location that has music, brief stings and jingles such as victory fanfares.)

GAME MODES

(Describe or list the primary modes of gameplay.)

FRONTEND

(Also referred to as the UI, this is where you give a breakdown of the experience upon turning the game on from splash screen, loading screen, title screen, options, etc. all the way into gameplay. You may also wish to list in-game menus here. Consider a flow chart approach like draw.io or simply write detailed text of the flow of your menus like below. You may also list granular details about the visual style and flair, what happens when you push the back button, screen transition effects, and just about any detail you can about the menu design here. You may need to make ample use of sub-sections for this one, as follows:)

LAUNCH

(Upon launching the game, players will first advance through the following:)

- (Company name splash animation)
- (Loading screen)
- (Title screen)

TITLE SCREEN

(Ex: The title screen opens up with a satisfying flourish, revealing the formal title of the game. It then settles on a screen alive with the motion graphics and colorful visuals. A character's voice declares the name of the game, and the text "PRESS ANY BUTTON" flickers to grab the player's attention...)

MAIN MENU

(Ex: Upon pressing any button on the Title Screen, players will reach the main menu of the game. An upbeat techno song begins the play. The player will then be able to navigate up and down to select the following options:

- **Continue** (does not appear if no game progress)
- **New Game**
- **Minigame Mode**
- **Settings**
- **Exit Game** (PC only)

Pressing the designated Back button will return to the Title Screen.)

LOAD GAME

(Ex: Selecting Continue from the Main Menu will cause a cool transition effect to play with a pixelated wipe across the screen, revealing after it the Load Game menu. Floating particle dust vfx will play over the Load Game menu, which displays three save files, copy, delete, etc. etc. etc.)

SETTINGS

(Ex: Selecting the Settings selection from the Main Menu will cause a simple screen transition of a fade to black, and then a fade back up presenting the menu. Settings menu selections include:

- **Set Language**
 - English
 - French
 - Italian
 - German
 - Spanish
 - Japanese
- **General Options**
 - **Vibration**
 - On
 - Off
 - **Controls**
 - Gamepad Setup
 - Keyboard Setup (PC Only)
- **Audio**
 - **Music volume slider**
 - **SFX volume slider**
 - **VO volume slider**
 - **Audio Output**
 - Stereo
 - Monaural
 - **Inactive Sound (PC only)**
 - On
 - Off
- **Other**
 - **Restore Default Settings**
 - **Erase All Data)**

Any other details about the settings menu selections, behavior of the menu itself, visual mockups, wireframes to show placement of things, etc. can be included as well! Feel free to vary things up with your own taste, and make sure all settings relevant to your game are included. For reference, perhaps look at the options or settings menus of other games as inspiration.)

GAMEPLAY (Name of Mode)

(Typically one of the largest sections of the GDD filled with various subsections, this one will really vary based on many factors of the type of game you are making. Be plentiful with details, provide references, and communicate as clearly as possible in all specifications. The following sections are commonly found in action games, so you may need to disregard them if you're making a fighter, RPG, shooter, rhythm game, puzzler, or something crazy-original 😊 ...but let them be a guide for how thorough you should consider the details to document.)

ENEMIES

(Bulleted list of enemies, if any, and all details about them.)

POWER-UPS

(Bulleted list of power-ups, collectibles, or enemy drops if applicable, and all details about them.)

HAZARDS, OBJECTS

(Not to be confused with enemies, some games may feature hazards that the player character may encounter, such as crushing collisions. While many of these hazards cannot be destroyed, some can be circumvented by various means. If this applies to your game, please list all details about them.)

(Your game may also need to have objects such as room transitions, doors, steps, destructible crates, or just about anything else.)

BOSS BATTLES

(List the details of each boss battle. Instead of bulleted lists, you may even want to go as far as to make each boss a subsection — use your best judgment!)

(Ex: General boss info: The game includes six boss battles, one at the end of each game world. Bosses are more involved, varied, and complicated than standard enemies. Each boss is battled in a unique arena that the player cannot exit during the battle (until after the boss is defeated), and each boss battle is preceded and followed by a dialogue story sequence between the boss and the main character. After each boss is defeated, they will burst into a flurry of popcorn explosions and disappear. Player control is then restored, and the player can guide the character out of the room to resume gameplay.

Below is a potential list of bosses.

- **Boss 1:** Description about boss, including sub-bullets of all attacks, HP values (best guesses, and all other pertinent info. Visual mock ups also helpful)
- Etc.
- Etc.
- Etc.

MUSIC

Fire
Water
Earth
Air

-  celtic fairy prophecy ean grimm
-  Forest Walk

(Create a list of each music track in the game, considering every menu that needs a unique song, every location that has music, brief stings and jingles such as victory fanfares.)

EVERYTHING ELSE

(From here, the road diverges widely in an infinite number of directions based on the type of game you're dreaming up! You may want to specify sections for things such as animation lists, sound effects, controller vibration specifications, cinematic breakdowns, story information, credits / staff roll screens, and much more!)

***(Good luck! Reach out if you get stuck and need some advice.
I can't wait to read every detail about your game! —James)***